

Amendments to the Claims:

This listing of the claims replaces the listings of the claims in the present patent application:

Listing of Claims:

1. **(Currently Amended)** A method for displaying an animation on a mobile phone having a processor, a memory and a display screen, comprising:

enabling the processor to perform as a batch processor and as an animation engine;

receiving an instruction to display an animation file on the mobile phone, the animation file comprising,

a plurality of images ordered for sequential display,[[;]]

a file identifier that indicates a file name for each image,

a file format descriptor that indicates the stored format for each image,

a file size indicator that provides a file size for each image;

retrieving the [[an]] animation file responsive to the instruction with the batch processor, wherein the batch processor extracts the file identifier for each image, the file format descriptor for each image, and the file size indicator for each image; the animation file providing an ordering of the images;

predetermining a maximum memory size for each segment file based on the memory corresponding to the mobile phone, the maximum memory size corresponding to a maximum amount of memory usable to load each set of images for each segment file;

generating determining a first set of images with the batch processor, in which the file size of each image aggregates, ~~which aggregate~~ to a size up to the predetermined maximum memory size, the first set of images having a file identifier and a final image;

generating determining a second set of the images with the batch processor, in which the file size of each image aggregates, ~~which aggregate~~ to a size up to the predetermined maximum memory size, the images in the second set being in sequence behind the final image;

~~generating a first segment file indicative of the first set of images;~~
~~generating a second segment file indicative of the second set of images;~~
associating a callback identifier with the second set of images segment file;
providing the callback identifier along with the first set of images segment file;
loading the first set of images into the [[a]] memory readable by the [[an]]
animation engine ~~according to the first segment file;~~
displaying sequentially, using the image order in the animation file, each
image in the first set of images; ~~set as a first animation segment;~~
retrieving the callback identifier associated with the first set of images ~~from~~
~~the first segment file;~~
using the callback identifier to load the second set of images into the memory
~~according to the second segment file;~~ and
displaying sequentially, using the image order in the animation file, each
image in the second set of images; ~~as a second animation segment.~~

2. **(Original)** The method for displaying an animation according to claim 1, wherein each of the images are stored as individual graphics files.

3. **(Original)** The method for displaying an animation according to claim 1, wherein the animation file further comprises information indicative of the size of individual ones of the images, and the size information is used in determining the first set of images.

4. **(Previously Presented)** The method for displaying an animation according to claim 1, wherein the maximum size is set to further correspond to a number of images.

5. **(Previously Presented)** The method for displaying an animation according to claim 1, wherein the maximum size is set at a predetermined memory size for an embedded system.

6. **(Original)** The method for displaying an animation according to claim 1, wherein the maximum size is generated responsive to an inquiry regarding available memory.
7. **(Original)** The method for displaying an animation according to claim 1, wherein the first segment file provides a file identifier for each of the images in the first set.
8. **(Original)** The method for displaying an animation according to claim 1 wherein the associating step includes using the callback identifier as a name for the second segment file.
9. **(Original)** The method for displaying an animation according to claim 1 wherein the associating step includes placing the callback identifier as data in the second segment file.
10. **(Original)** The method for displaying an animation according to claim 1 wherein providing the callback identifier includes using the callback identifier as part of a name for the first segment file.
11. **(Original)** The method for displaying an animation according to claim 1 wherein providing the callback identifier includes placing the callback identifier as data in the first segment file.
12. **(Original)** The method for displaying an animation according to claim 1 wherein the second set of images are being loaded into the animation processor while the images in the first set are being displayed.

13. **(Currently Amended)** A method of generating animation segment files on a mobile phone having a processor, a memory and display screen, comprising:

enabling the processor to perform as a batch processor and as an animation engine;

receiving an animation file that identifies and orders a set of images for the mobile phone, wherein the animation file comprises[:];

a plurality of images ordered for sequential display,

a file identifier that indicates a file name for each image,

a file format descriptor that indicates the stored format for each image,

a file size indicator that provides a file size for each image;

retrieving the animation file responsive to the instruction with the batch processor, wherein the batch processor extracts the file identifier for each image, the file format descriptor for each image, and the file size indicator for each image

predetermining a maximum memory size for each segment file based on the memory corresponding to the mobile phone, the maximum memory size corresponding to a maximum amount of memory usable to load each set of images for each segment file;

dividing the set of images into sequential subsets of images with the batch processor, in which the file size of each image aggregates to, each subset having a size up to the maximum memory size, wherein each subset of images includes the file identifier for each image and each image is ordered consistent with the animation file; is associated with an animation segment;

associating a subset identifier with each respective subset of images;

associating an action instruction with each respective subset of images; segment;

wherein the action instruction associated with one subset identifies another one of the subsets; and

displaying sequentially each image in the subset of images consistent with the animation file, animation segment.

14. **(Previously Presented)** The method of generating animation segment files according to claim 13, wherein the maximum size further corresponds to a number of images of known size.

15. **(Previously Presented)** The method of generating animation segment files according to claim 13, wherein the maximum size is set to a memory size derived from an amount currently usable for loading images.

16. **(Original)** The method of generating animation segment files according to claim 13, wherein an action instruction is used to identify the last subset.

17. **(Currently Amended)** A method of displaying an animation on a mobile phone having a processor, a memory and a display screen, comprising:

causing the processor to perform as a batch processor and as an animation engine;

receiving an instruction to display the animation file on the mobile phone, the animation file comprising

a set of sequential images,[[:]]

a file identifier that indicates a file name for each image,

a file format descriptor that indicates the stored format for each image,

a file size indicator that provides a file size for each image;

retrieving the animation file responsive to the instruction with the batch processor, wherein the batch processor extracts the file identifier for each image, the file format descriptor for each image, and the file size indicator for each image;

predetermining a maximum memory size for each segment file based on the memory corresponding to the mobile phone, the maximum memory size corresponding to a maximum amount of memory usable to load images for each segment file;

generating determining a first segment file with the [[a]] batch processor, the first segment file configured to aggregate to a size up to the predetermined maximum memory size based on the file size of each image, the first segment file having a final image;

generating determining a second segment file with the batch processor, the second segment file configured to aggregate up to the predetermined maximum memory size based on the file size of each image, the second segment file being in sequence behind the final image;

retrieving the first segment file with the [[an]] animation engine,~~the first segment file identifying a first subset of the images;~~

loading the first subset of images into the [[a]] memory and sequentially displaying the images in the first subset of images;

extracting a callback instruction associated with using the first segment file with the animation engine, the callback instruction identifying the second segment file;

releasing the memory holding at least one of the images in the first subset of images;

retrieving the second segment file with the animation engine, the second segment file identifying a second subset of the images; and

loading the second subset of images into the memory and sequentially displaying the images in the second subset of images.

18. **(Original)** The method of displaying an animation according to claim 17, wherein loading the second subset is initiated before all the images in the first subset have been displayed.

19 - 23. **(Cancelled)**

24. **(Currently Amended)** A method for sequencing a plurality of media objects into a presentation on a mobile phone having a processor, a memory and a display screen, the method comprising:

receiving a media file providing a first one of the media objects and a second one of the media objects, the second media object being an animation file, wherein the animation file further comprises,

a set of sequential images,

a file identifier that indicates a file name for each image,

a file format descriptor that indicates the stored format for each image,

a file size indicator that provides a file size for each image;

associating a callback identifier with the second media object;

providing the callback identifier along with the first media object;

loading the first media object into a memory usable for presenting the first media object;

using the callback identifier to load the second media object into the memory;

retrieving the animation file responsive to the instruction with the processor, wherein the processor extracts the file identifier for each image, the file format descriptor for each image, and the file size indicator for each image;

predetermining a maximum memory size for each segment file based on the memory corresponding to the mobile phone, the maximum memory size corresponding to a maximum amount of memory usable to load images for each segment file;

generating a plurality of segment files with the processor, each of the segment files configured to aggregate to a size up to the predetermined maximum memory size based on the file size of each image.

~~that is usable for presenting the second media object where the animation file has at least a first and second segment associated with it, each segment comprising at least one image, each image being a displayable image, where each segment has a predetermined maximum memory size for each segment, the maximum memory size corresponding to a maximum amount of memory usable for loading images.~~

25. **(Previously Presented)** The method of claim 24, wherein the first media object is a sound file.

26 - 27. **(Cancelled)**

28. **(Previously Presented)** The method of claim 24, further including a third one of the media objects, the third media object having an action instruction indicative of a duration to present the third media object.

29. **(Previously Presented)** The method of claim 24, wherein the first media object has an action instruction for loading a third one of the media objects, the third media object enabled for presentation concurrently with a first media object.

30. **(Previously Presented)** The method of claim 29, wherein the third media object is enabled for presentation after the second media object.